**Component 1 –** Personal investigation

Your **personal investigation** will explore design through **architecture** and the **built environment**.

Your main model will be an **architectural structure**; However if you have time you will be given the opportunity to design and manufacture a **piece of furniture or lighting** that would go inside the structure.

You will need to pick a **theme** that will underpin your project. This theme will link to **Social, cultural, environmental, or technological** issues.

**Nature/Bio Morph**

**Environmental:**

**Future:**

**New from Old:**

**Architecture as a metaphor:**

**Materials:**

**Other:**

Your personal investigation will be broken down into **6 stages** and you will have **the opportunity** to explore a range of **themes** before **committing to your personal theme** towards the end of year 1-(July)

**Section 1**

* Modernist and brutalist principles
* Site and theme specific
* City/Town/Rural/Coastal

**Section2**

* Angular and faceted principles
* Site and theme specific
* City/Town/Rural/Coastal

**Section3**

* Curvilinear and Fluid principles
* Site and theme specific
* City/Town/Rural/Coastal

**For example; when you are generating ideas you might design a school in the city, inspired by Brutalist form and technological issues.**

**Section 4 –**

You will then choose one of the themes above and you will design a traditional 2up 2down house dwelling, demonstrating your understanding of the themes principles.

**Section 5-** Final site, function, purpose and core theme.

Before the summer you will finalise a site and function of your building. You will then conducted further research on your chosen theme to further inform your own design journey

Over the summer you will produce a range of ideas

**Section 6**

Initial ideas

Development

Hand prototype

Final architectural model